

## Introduction to Universal Design and Universal Design for Learning

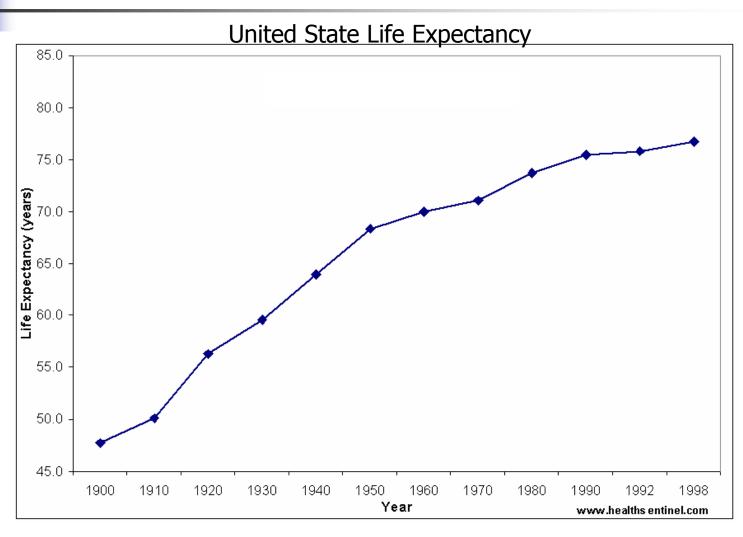
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ICATER - Iowa Center for Assistive Technology Education and Research

## Objectives

- History of Universal Design
- Principles and examples
- Universal Design for Learning (UDL)
- Demonstration
  - Kurzweil 3000
  - Dragon Naturally Speaking 8
- Questions Answers Discussion

## History of Universal Design





### History of Universal Design

- 1950's barrier free movement
- 1961 the American Standards Association (The American National Standards Institute, ANSI)



### History of Universal Design

- "Disability Rights"
   Movement
   of the 1960's
- Architectural Barriers Act of 1968.





- The Rehabilitation Act of 1973 Section 504 reauthorization Section 508
- Technology Related
   Assistance for Individuals
   with Disabilities Act of
   1988, Amended 1998 (Tech
   Act)
- Individuals with Disabilities Education Act, or IDEA 1997
- Americans with Disabilities Act, 1990





#### **Definition**

Universal design - The design of products and environments to be usable by all people, to the greatest extent possible, without adaptation or specialized design.



## PRINCIPLE ONE Equitable Use

The design is useful and marketable to people with diverse abilities.





## PRINCIPLE TWO Flexibility in Use

The design accommodates a wide range of individual preferences and abilities.





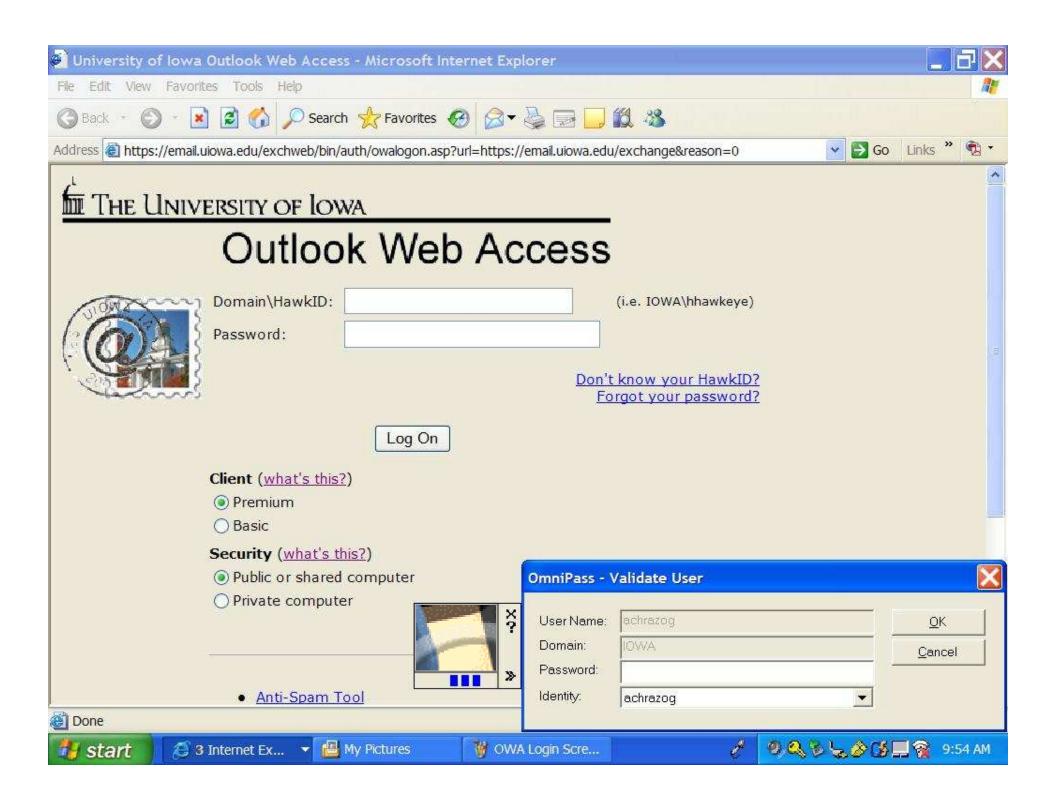


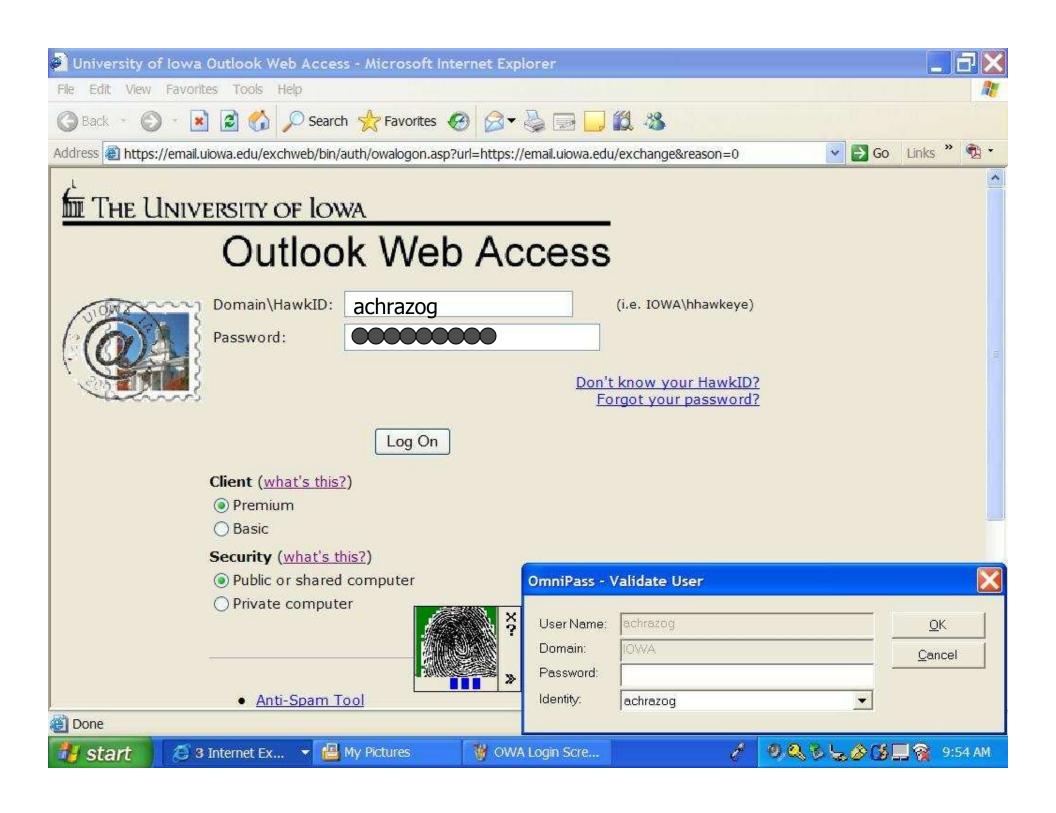


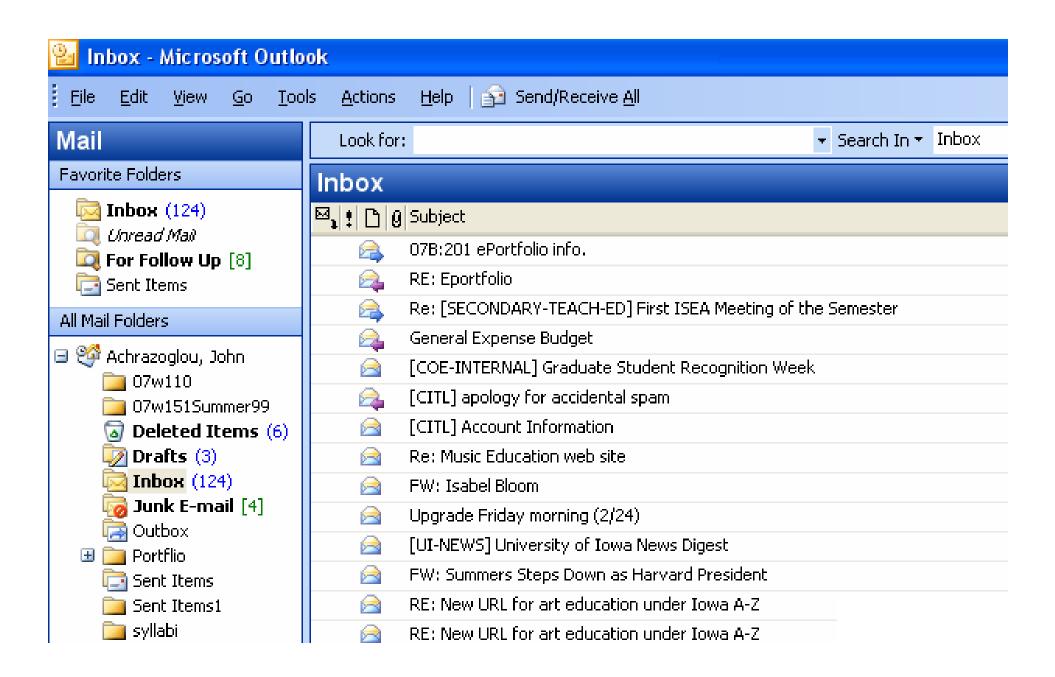














Use of the design is easy to understand, regardless of the user's experience, knowledge, language skills, or current concentration level.





## PRINCIPLE FOUR Perceptible Information

The design communicates necessary information effectively to the user, regardless of ambient conditions or the user's sensory abilities.



Closed captioning of text as it is spoken.







The design minimizes hazards and the adverse consequences of accidental or unintended actions.





## PRINCIPLE SIX Low Physical Effort

The design can be used efficiently and comfortably and with a minimum of fatigue.



# PRINCIPLE SEVEN Size and Space for Approach and Use

Appropriate size and space is provided for approach, reach, manipulation, and use regardless of user's body size, posture, or mobility.





Design of *flexible* instructional *materials* and *activities* that allow the learning goals to be achievable by those with differences in their abilities and learning styles.







Flexibility built into the design of the curriculum and materials not added afterwards.





#### Rethinking and guiding

- Goals
- Methods
- Materials
- Assessments



Center for Applied Special Technology (CAST)



#### Multiple means of:

- Representation
- Expression
- Engagement



#### Multiple methods and assessments









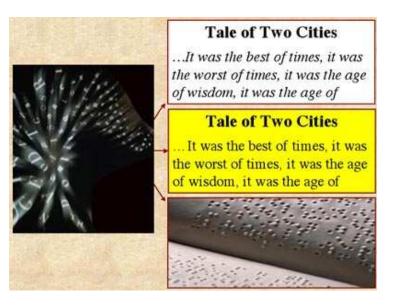






- Can be
  - Enlarged
  - Spoken
  - Colored
  - Highlighted
  - Embossed to Braille
  - Supplemented with supports

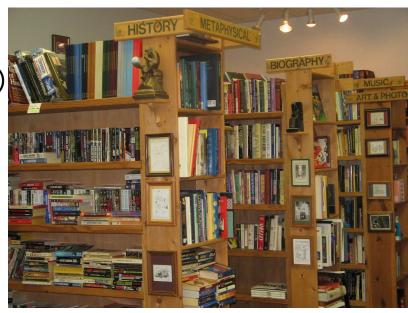






#### Libraries, Magazines, Newspapers

- Digital Book Libraries (over 90 sites listed)
   <a href="http://www.ditext.com/etexts.html">http://www.ditext.com/etexts.html</a>
- Internet Public Library http://www.ipl.org/
- Project Gutenberg http://promo.net/pg/
- University of Virginia's e-Book Library http://etext.lib.virginia.edu/ebooks/ebooklist.html



## Universal design vs. Assistive technology

#### Universal design

The design of products and environments to be usable by all people, to the greatest extent possible, without adaptation or specialized design.

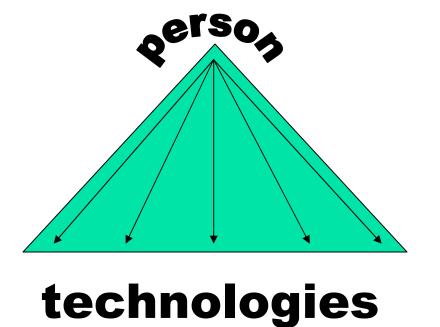
#### Assistive technology

Any item, piece of equipment, that is used to maintain or improve functional capabilities of *individuals* with disabilities.





Assistive technology



Universal design

technologies





Component Display Theory, (Merrill, 1983)

Multiple Learning Styles and Technology (Rockman *et al, 1996)* 

Using Technology to Individualize Reading Instruction (Rose & Dalton, 2002)



Los Angeles Scientific Evaluation 2004 (Boster, 2004)



## Neuroscience – Brain Research **Three brain networks**

- 1. *Recognition*Identifying and categorizing
- 2. *Strategic* Planning and performing
- 3. *Affective* Engagement and motivation





#### **Iowa Text Reader Project 2004-2005**

Iowa Assistive Technology Liaison, 2005

Using a text reader with "embedded study skills" brought:

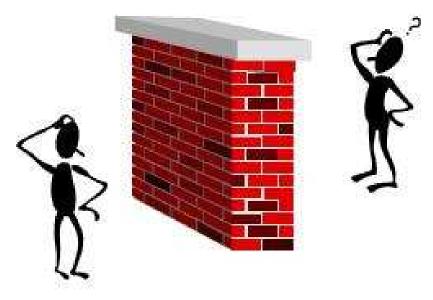
- •Better than expected improvement in reading rates.
- •Positive correlations between the level of implementation and reading fluency and comprehension.
- •Strong positive feelings by students and teachers.





#### **Issues and Barriers**

- Awareness and training
- Costs
- Effort and time
- The future?





ICATER — Iowa Center for Assistive Technology and Education Research

http://www.education.uiowa.edu/icater/

**Iowa Program for Assistive Technology (IPAT)** 

http://www.uiowa.edu/infotech/

**CAST (Center for Applied Special Technology)** 

http://www.cast.org/

**Iowa COMPASS** 

http://www.medicine.uiowa.edu/iowacompass/

**Family Center on Technology and Disability** 

http://www.fctd.info/

WestEd's Regional Technology in Education Consortium (RTEC)

http://www.wested.org

DO-IT (Disabilities, Opportunities, Internetworking, and Technology)

http://www.washington.edu/doit/



